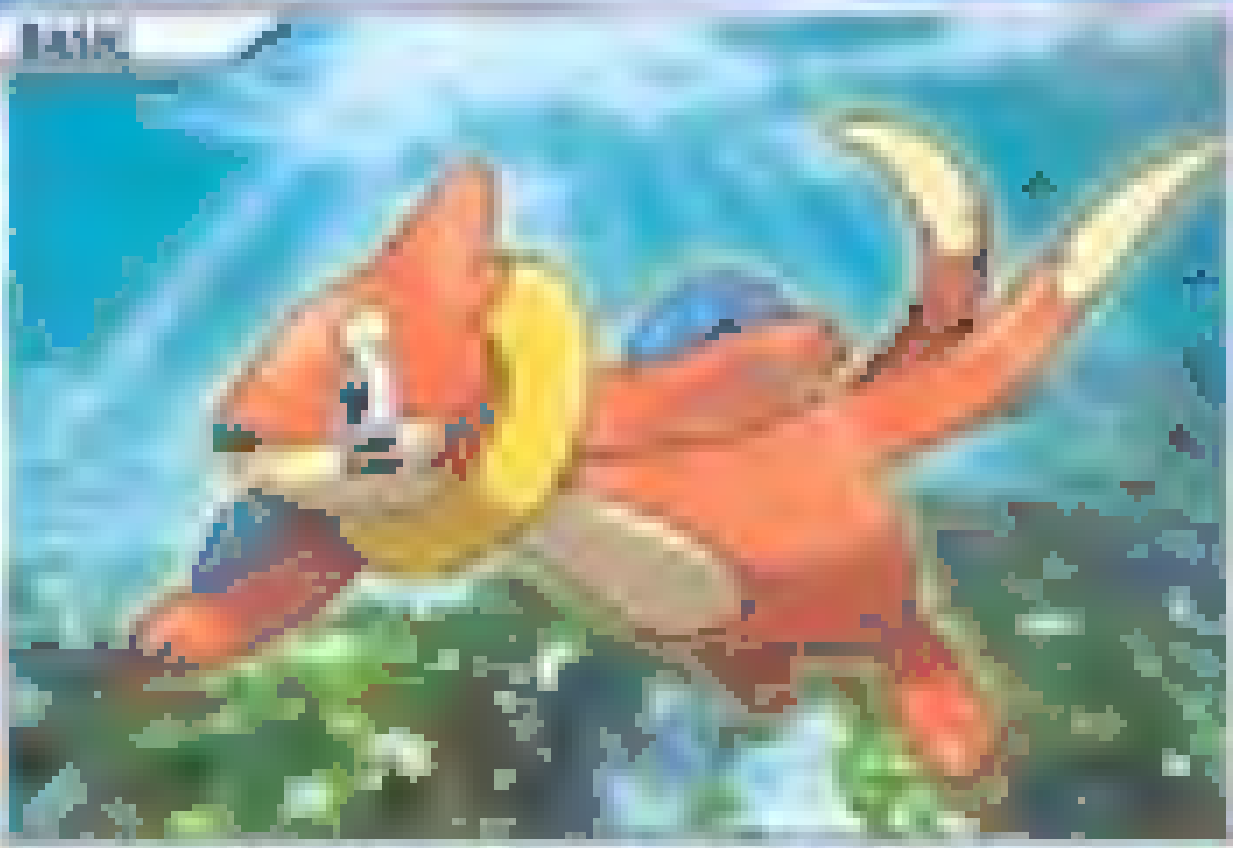
# Buizel Lv.10

HP 60



## Splash About 10+

Buizel has any Energy attached to it: Put 20 damage counters on the Defending Pokémon. For each damage counter you put on the Defending Pokémon, this attack does 10 more damage.

Weakness ×10

# Floatzel LV.39

HP 90

## Screw Tail

## Water Gun 40+

Does 40 damage plus 20 more damage for each Energy attached to Floatzel but you have to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness ×2

Resistance -20

Goldeen

Horn Attack 10

Take Down 30

# Manaphy

## Call for Family

## Aqua Ring 30

# Piplup

Peck 10

Water Splash 20

+10

# Prinplup LV.36

HP 80

## Aqua Shower

Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

## Brine

Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

+20

# Seaking Lv.41

**Flail** 10+

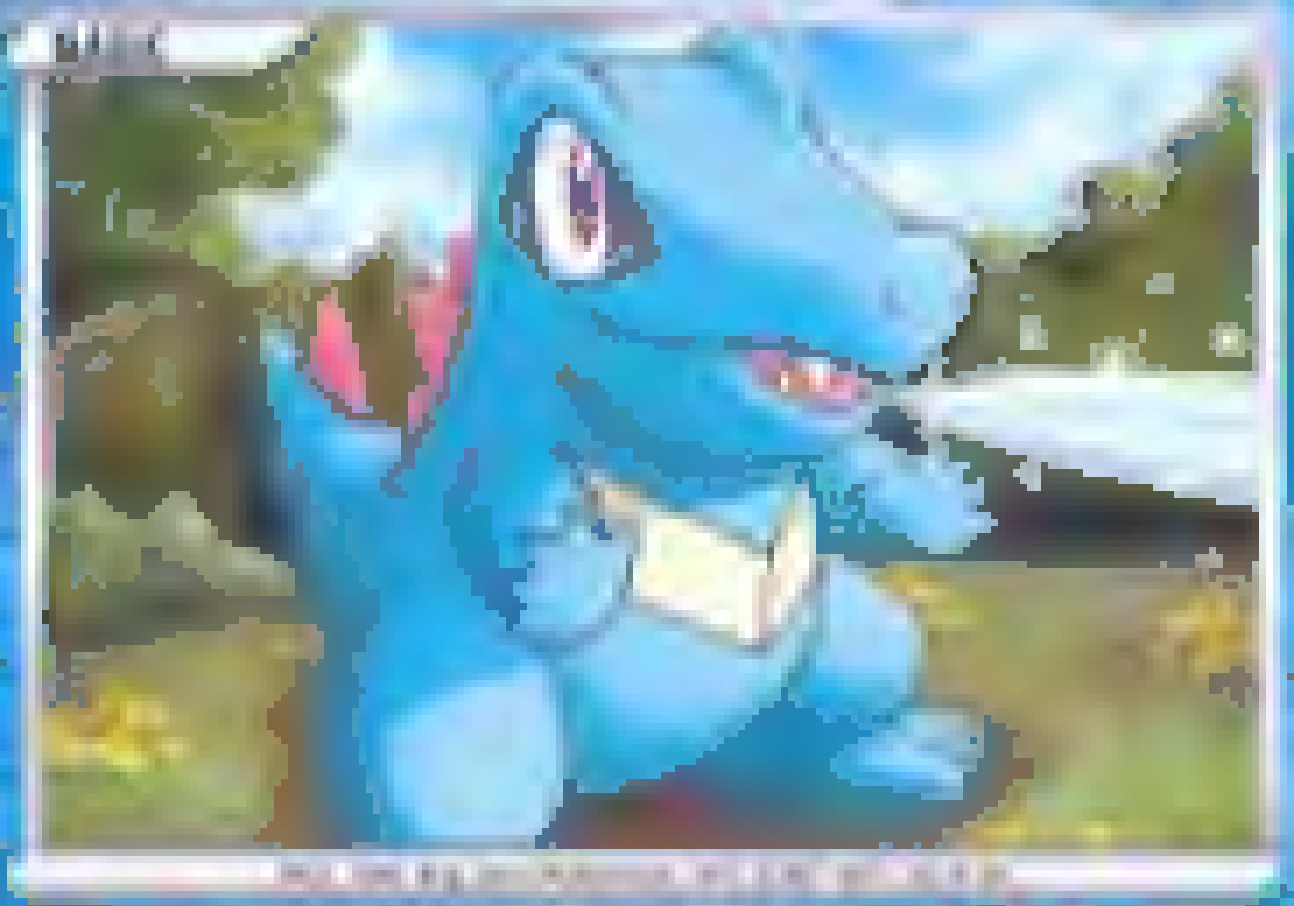
Does 10 damage times the number of damage counters on Seaking.

**Horn Drill** 50

Weakness: ×2 | Resistance: | Retreat Cost:

# Totodile LV.13

HP 50



**Bite** 10

**Shining Fang** 10+

If the Defending Pokémon already has any damage counters on it, this attack does 10 damage plus 10 more damage.

Weakness: +10

TRAINER

Trainer

# Dusk Ball

Look at the 7 cards from the bottom of your deck. Choose 1 Pokémon you find there, show it to your opponent, and put it into your hand. Put the remaining cards back on top of your deck. Shuffle your deck afterward.

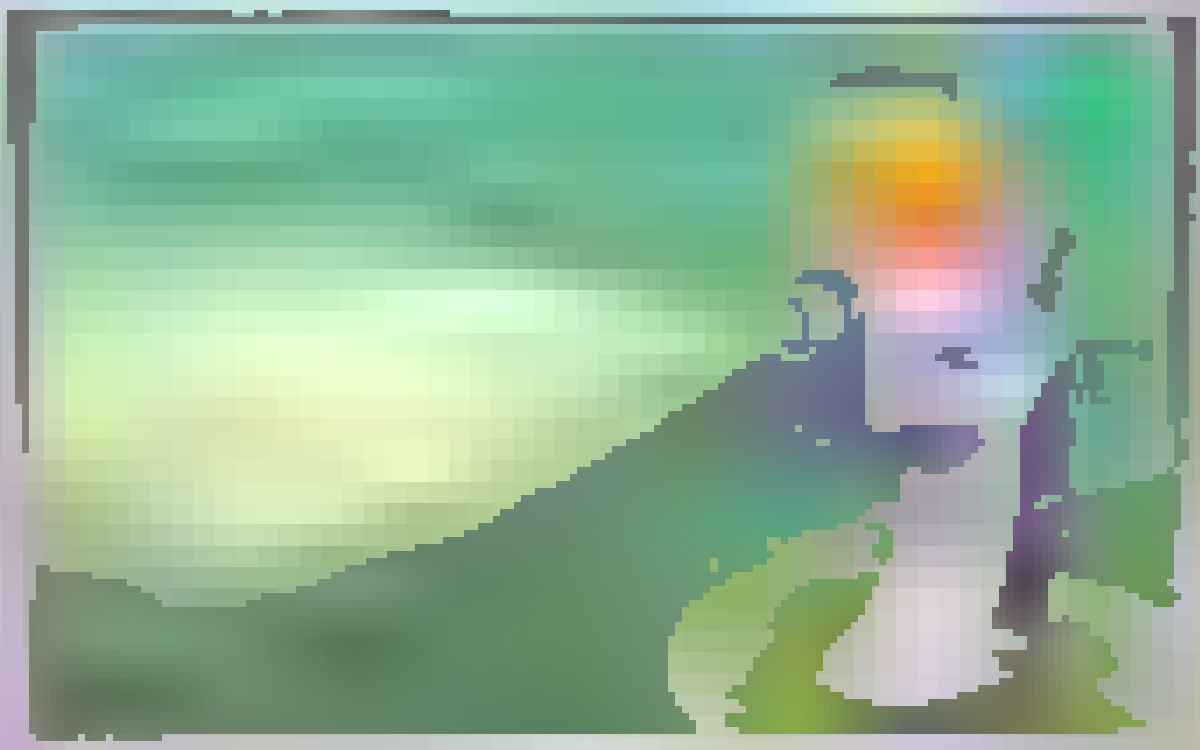
TRAINER

Supporter

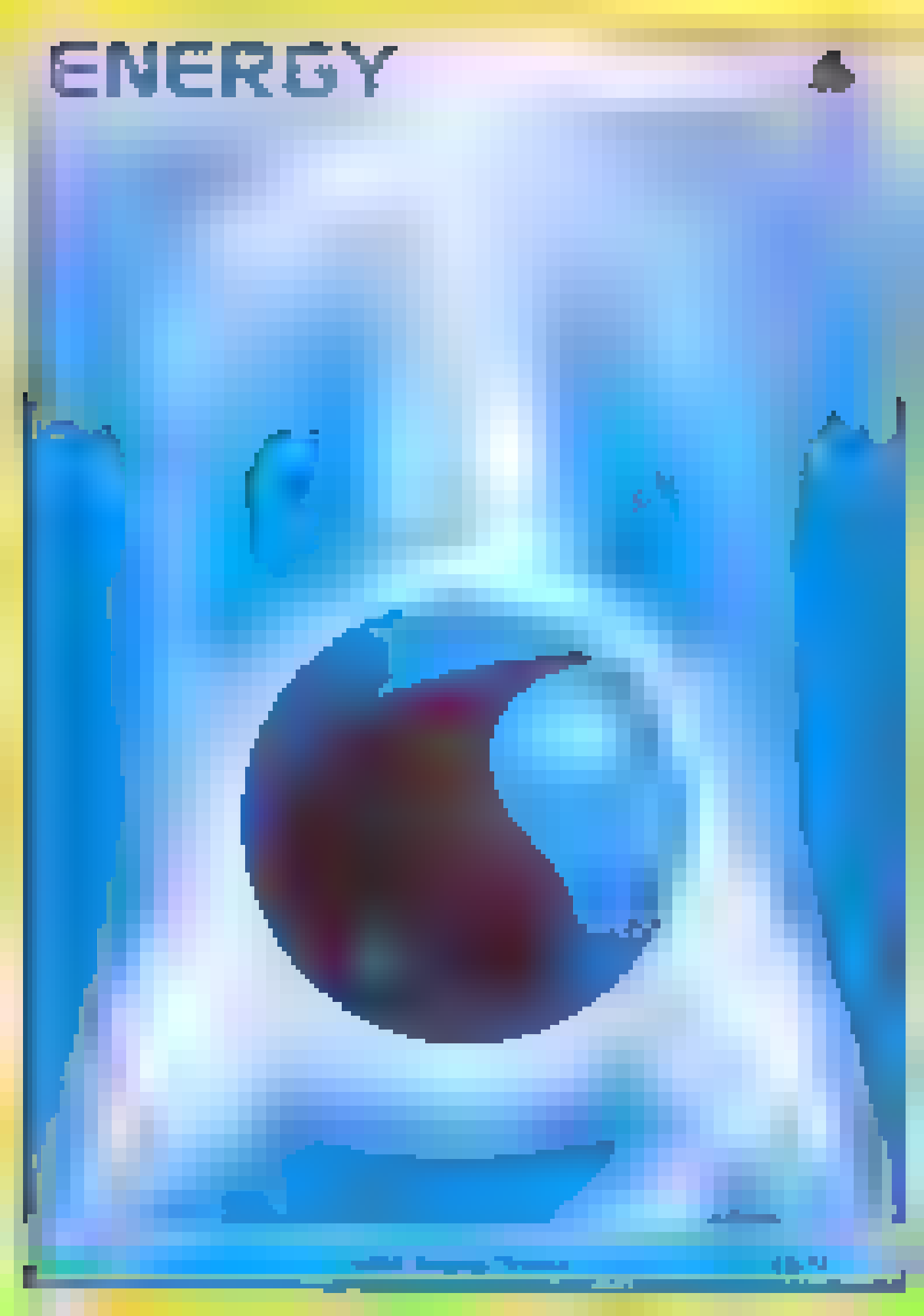
# Energy Search

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Potion

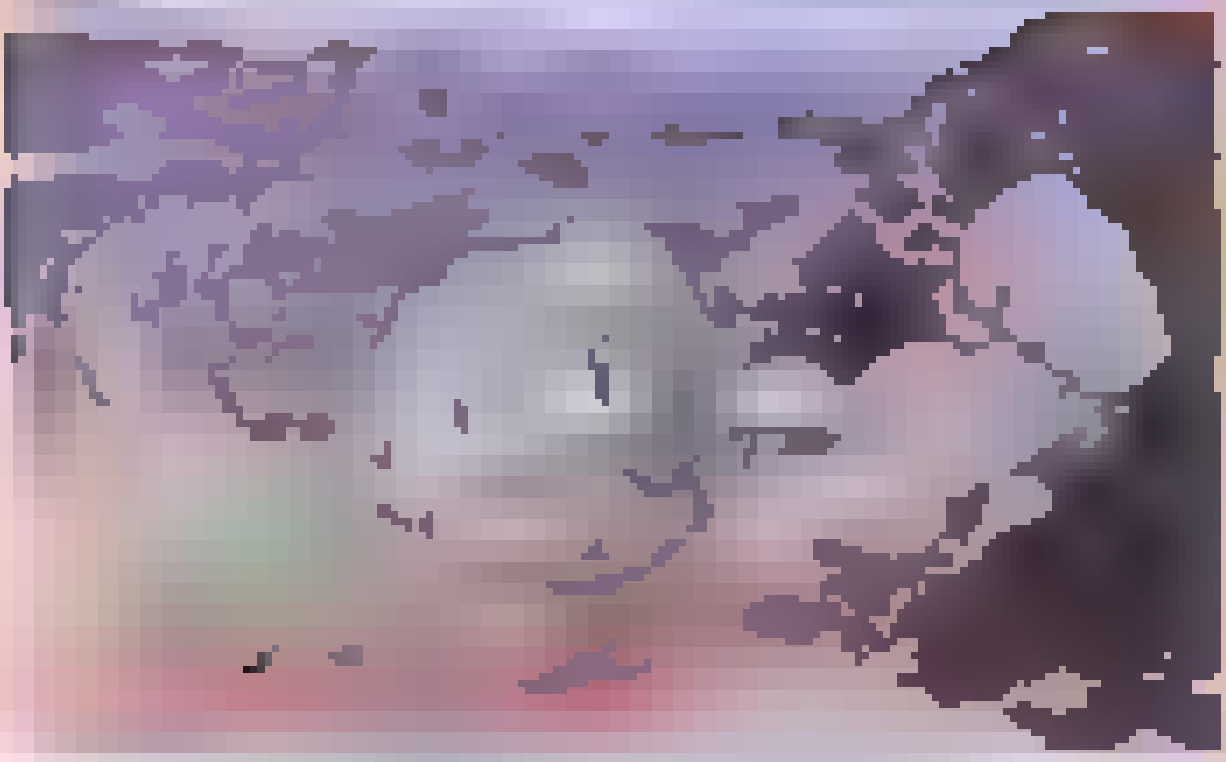


Remove 2 damage counters from [illegible] of your Pokémon. If you removed damage counters from this Pokémon, discard this card.


ENERGY

Geodude

60



Stone Throw

Grave er ·14 ●90

●+ Rock Cannon 30

[illegible]

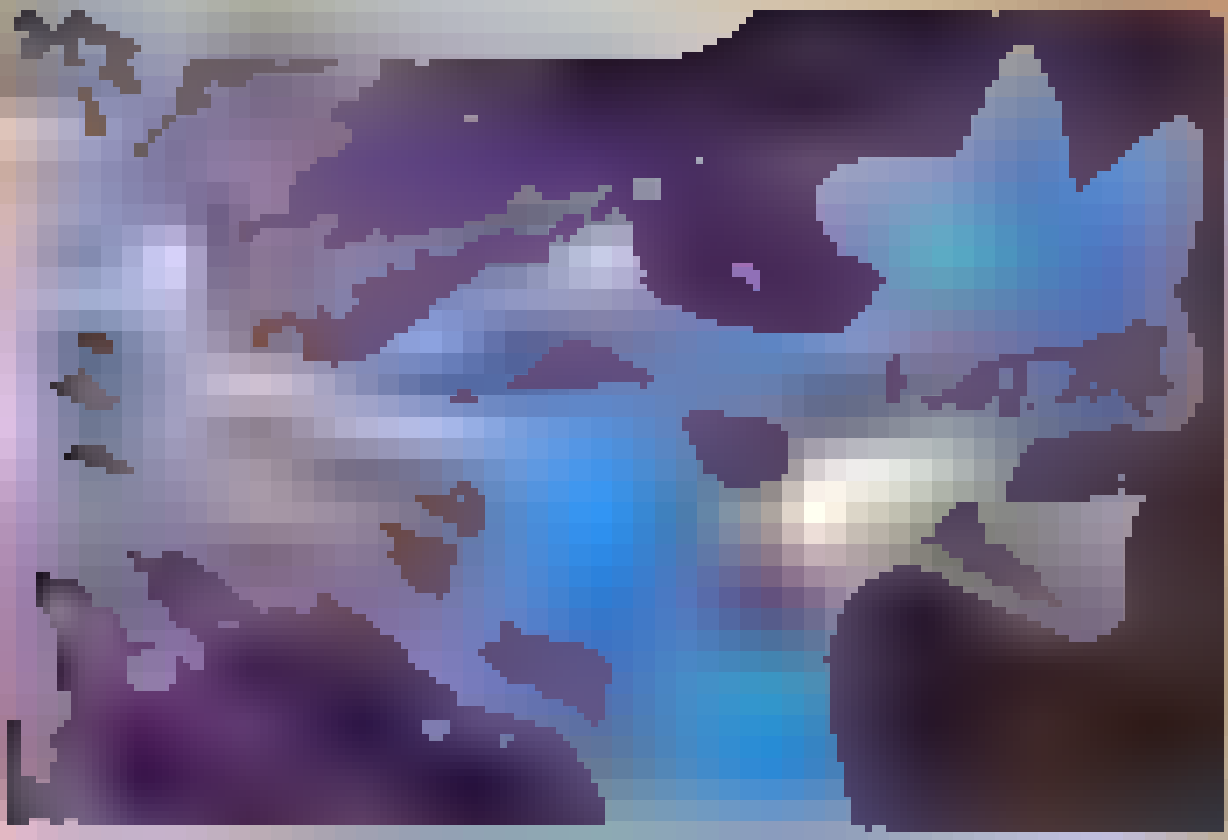
●●+ Rock Slide 40

[illegible]

[illegible]

[illegible]

Lucario Lv. ..90



Feint 30

Aura Sphere 40

/30

Machoke

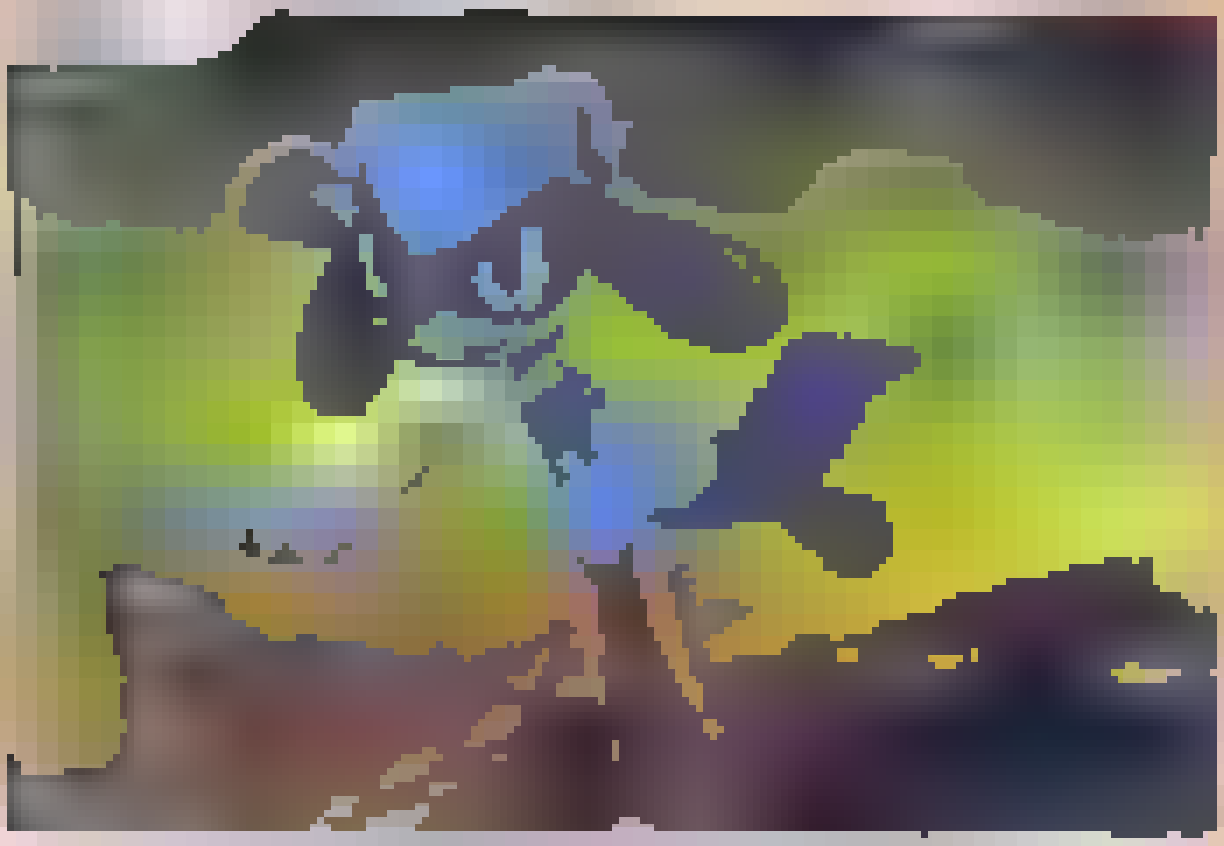
80

Karate Chop 40

Seismic Toss 60

Machop Lv.36

Low Kick 20



Wild Kick 30

Starly

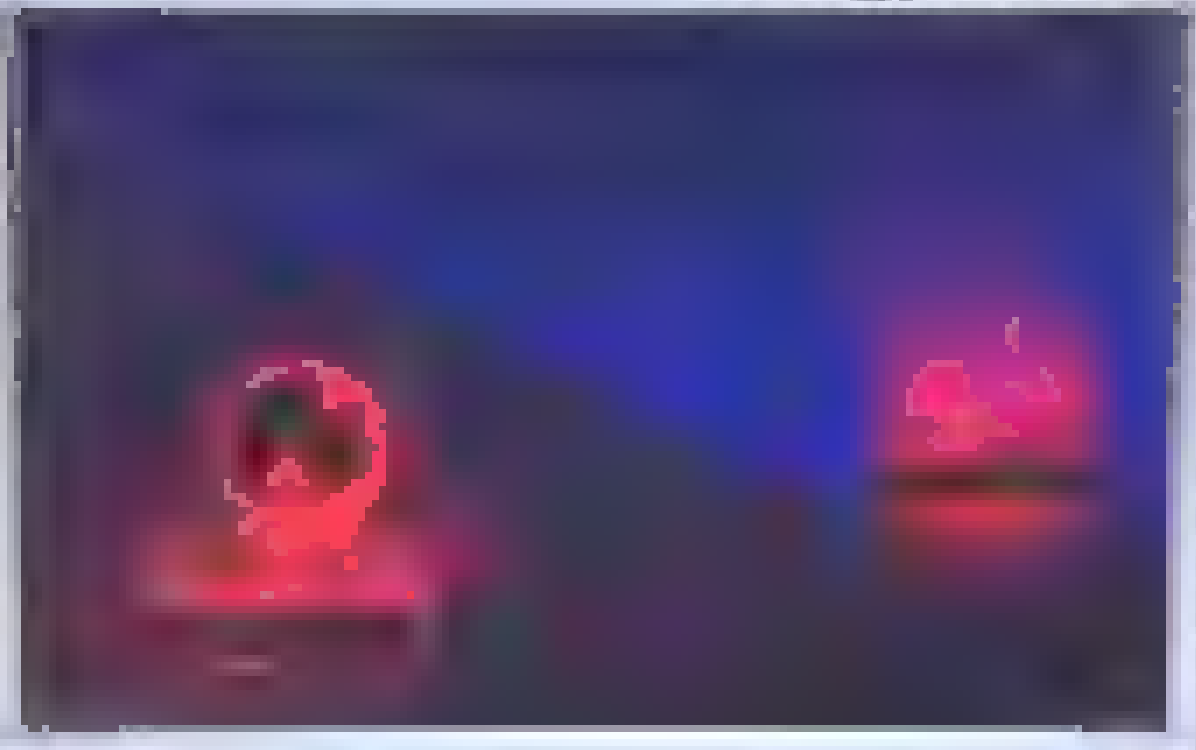
50

Gust 10

Quick Attack 10+

TRAINER

# Energy Search



Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

TRAINER

Potion

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

TRAINER

Trainer

# Quick Ball

Reveal cards from your deck until you reveal a Pokémon. Show that Pokémon to your opponent and put it into your hand. Shuffle the other revealed cards back into your deck. (If you don't reveal a Pokémon, shuffle all the revealed cards back into your deck.)

ENERGY